

STURM

5

Place: 1



COMPETITIVE

1

STURM

5

Place: 1



1

RIFLEMAN

3

Place: 2



1

RIFLEMAN

3

Place: 2



1

RIFLEMAN

3

Place: 2



1

SCOUT

4

Place: 2



1

SCOUT

4

Place: 2



1

SCOUT

4

Place: 2



1

MORTAR

3

4

Place: 1



1

MACHINE GUNNER

2

Place: 1

4



1

75MM PAK 40

4

Attack Location

Roll

1-2

3

4-6

Target

Keep

Great Hall

South Terrace

1

75MM PAK 40

4

Attack Location

Roll

1-2

Besotten Jenny

3-5

Gate House

6

Great Hall

1

88MM FLAK 37

5

Attack Location

Roll

1-2

3

4-6

Target

Keep

Great Hall

North Terrace

STURM

5

Place: 1



2

STURM

5

Place: 1



2

RIFLEMAN

3

Place: 2



2

RIFLEMAN

3

Place: 2



2

RIFLEMAN

3

Place: 2



2

SCOUT

4

Place: 2



2

SCOUT

4

Place: 2



2

MORTAR

3

4

Place: 1



2

MORTAR

3

4

Place: 1



2

MACHINE GUNNER

2

4

Place: 1



2

MACHINE GUNNER

2

Place: 1

4



2

75MM PAK 40

4

Attack Location

Roll

1-2

3

4-6

Target

Keep

Great Hall

South Terrace

88MM FLAK 37

5

Attack Location

Roll

1-2

3

4-6

Target

Keep

Great Hall

North Terrace

20MM FLAK 30

2

Disrupt Defenders

Target

1-3

4-6

PANZERFAUST

4

Attack Location

Target: Besotten Jenny

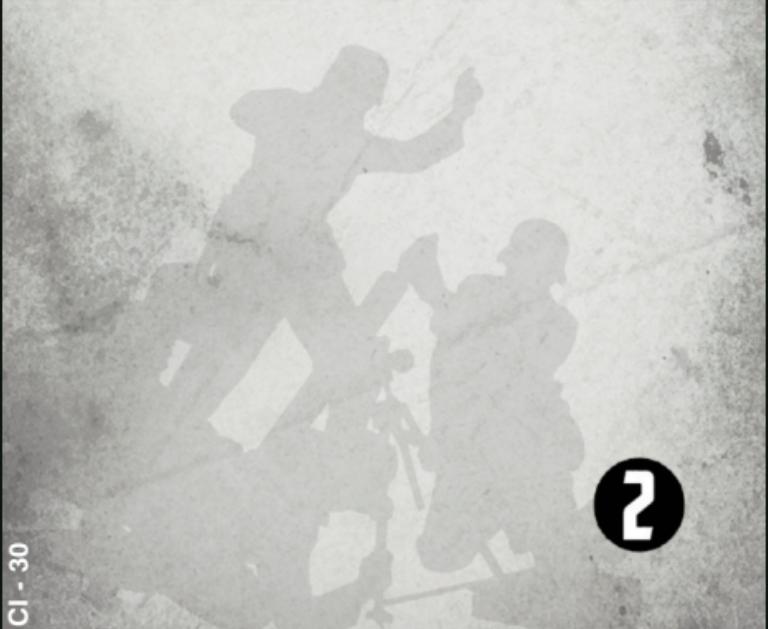
PANZERFAUST

4 Attack Location

Target: Besotten Jenny

SUPPRESSIVE FIRE

Disrupt Defenders



CI - 30

A grayscale photograph showing the silhouettes of several soldiers in a trench. One soldier in the foreground is aiming a rifle. The background shows more soldiers and some equipment.

2

SNIPER

4

Attack Defender

Target

1-2

3

4

5

6

2

STURM

5

Place: 1



3

STURM

5

Place: 2



3

RIFLEMAN

3

Place: 3



3

MORTAR

3

4

Place: 1



3

MACHINE GUNNER

2

4

Place: 1



3

75MM PAK 40

4

Attack Location

Roll

1-2

3

4-6

Target

Keep

Great Hall

South Terrace

75MM PAK 40

4

Attack Location

Roll

1-2

3

4-6

Target

Keep

Great Hall

South Terrace

75MM PAK 40

4

Attack Location

Roll

1-2

Besotten Jenny

3-5

Gate House

6

Great Hall

75MM PAK 40

4

Attack Location

Roll

1-2

Besotten Jenny

3-5

Gate House

6

Great Hall

88MM FLAK 37

5

Attack Location

Roll

1-2

3

4-6

Target

Keep

Great Hall

North Terrace

88MM FLAK 37

5

Attack Location

Roll

1-2

3

4-6

Target

Keep

Great Hall

North Terrace

20MM FLAK 30

2

Disrupt Defenders

Target

1-3

4-6

20MM FLAK 30

2

Disrupt Defenders

Target

1-3

4-6

PANZERFAUST

4

Attack Location

Target: Besotten Jenny

CI - 45

3

PANZERFAUST

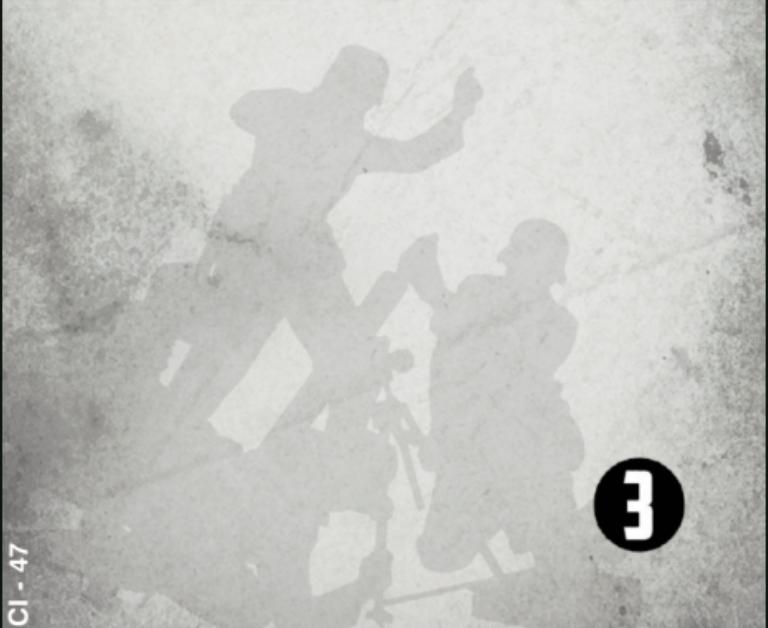
4

Attack Location

Target: Besotten Jenny

SUPPRESSIVE FIRE

Disrupt Defenders



CI - 47

A grayscale photograph showing the silhouettes of three soldiers in a trench. One soldier is standing and aiming a rifle, while two others are crouching behind him. The background is a textured, light-colored wall.

3

SNIPER

4

Attack Defender

Target

1-2

3

4

5

6

3

REINFORCEMENTS

Add the Defenders with the Reinforcement [”R”] attribute designation to your supply.

3

STURM

5

Place: 2



4

STURM

5

Place: 1



4

STURM

5

Place: 1



4

STURM

5

Place: 2



4

RIFLEMAN

3

Place: 2



4

RIFLEMAN

3

Place: 2



4

RIFLEMAN

3

Place: 3



4

RIFLEMAN

3

Place: 3



4

SUPPRESSIVE FIRE

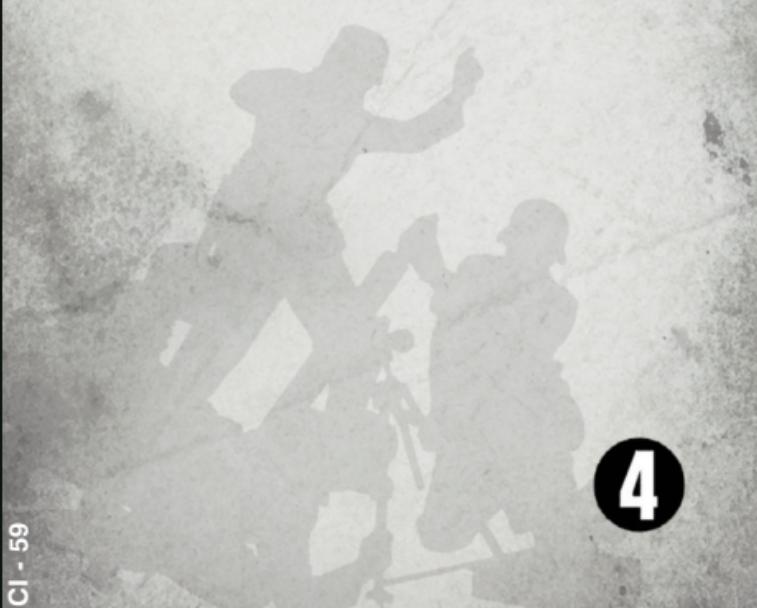
Disrupt Defenders



4

SUPPRESSIVE FIRE

Disrupt Defenders



4

MORTAR

3

4

Place: 1



4

MACHINE GUNNER

2

Place: 1

4



4

142ND INFANTRY REGIMENT

End game immediately.



BARRAGE

When resolving an 88mm Flak 37 or 75mm Pak 40 card, roll 1 extra die for the attack roll.

INITIAL ASSAULT

1

CAMOUFLAGE

Add 1 to the Defense Value for all SS counters.

INITIAL ASSAULT

1

EASTERN APPROACH

When placing a Rifleman or Scout counter, roll one die and add 6 to the result to place each of the counters (so that the result will range from 7-12).

This card has no effect if a Northern or Western Approach Tactics Card is also in play.

INITIAL ASSAULT

1

FIRE SUPPORT

When you place a Mortar counter, place an additional Mortar counter in the same location. Suppressing the initial Mortar negates this effect.

INITIAL ASSAULT

1

Focus Fire

When resolving an 88mm Flak 37 or 75mm Pak 40 card, increase the value by 1 for each dice rolled for the attack.

INITIAL ASSAULT

1

MACHINE GUN TEAM

When you place a Machine Gunner counter, place an additional Machine Gunner counter in the same location. Suppressing the initial Machine Gunner negates this effect.

INITIAL ASSAULT

1

RECON

When resolving a Scout card, place an additional Scout counter by rolling normally to determine where it is placed. If all the Scout counters from the Scout card are suppressed, the effect of this card is negated.

INITIAL ASSAULT

1

WESTERN APPROACH

When placing a Rifleman or Scout counter, roll one die to place each of the counters. Reroll any 1s (so that the result will range from 2-6).

This card has no effect if an Eastern or Northern Approach Tactics Card is also in play.

INITIAL ASSAULT

1

BARRAGE

When resolving an 88mm Flak 37 or 75mm Pak 40 card, roll 1 extra die for the attack roll.

BREACH THE DEFENSE 2

CAMOUFLAGE

Add 1 to the Defense Value for all SS counters.

BREACH THE DEFENSE **2**

FIRE SUPPORT

When you place a Mortar counter, place an additional Mortar counter in the same location. Suppressing the initial Mortar negates this effect.

BREACH THE DEFENSE

2

FOCUS FIRE

When resolving an 88mm Flak 37 or 75mm Pak 40 card, increase the value by 1 for each dice rolled for the attack.

BREACH THE DEFENSE

2

MACHINE GUN TEAM

When you place a Machine Gunner counter, place an additional Machine Gunner counter in the same location. Suppressing the initial Machine Gunner negates this effect.

BREACH THE DEFENSE 2

MARKSMAN

When resolving a Sniper card,
roll 1 extra die for the attack.

BREACH THE DEFENSE

2

NORTHERN APPROACH

When placing a Rifleman or Scout counter, roll one die and add 3 to the result to place each of the counters (so that the result will range from 4-9).

This card has no effect if an Eastern or Western Approach Tactics Card is also in play.

BREACH THE DEFENSE

2

RECON

When resolving a Scout card, place an additional Scout counter by rolling normally to determine where it is placed. If all the Scout counters from the Scout card are suppressed, the effect of this card is negated.

BREACH THE DEFENSE

2

SUPPRESSION

When resolving a Suppressive Fire card, increase the Disrupt value for each Machine Gunner and Mortar by 1.

BREACH THE DEFENSE 2

BARRAGE

When resolving an 88mm Flak 37 or 75mm Pak 40 card, roll 1 extra die for the attack roll.

STORM UNLEASHED

3

CAMOUFLAGE

Add 1 to the Defense Value for all SS counters.

STORM UNLEASHED

3

FIRE SUPPORT

When you place a Mortar counter, place an additional Mortar counter in the same location. Suppressing the initial Mortar negates this effect.

STORM UNLEASHED

3

Focus Fire

When resolving an 88mm Flak 37 or 75mm Pak 40 card, increase the value by 1 for each dice rolled for the attack.

STORM UNLEASHED

3

JENNY'S BANE

When resolving a Panzerfaust card, increase the value by 1 for each die rolled.

STORM UNLEASHED

3

MACHINE GUN TEAM

When you place a Machine Gunner counter, place an additional Machine Gunner counter in the same location. Suppressing the initial Machine Gunner negates this effect.

STORM UNLEASHED

3

MARKSMAN

When resolving a Sniper card,
roll 1 extra die for the attack.

STORM UNLEASHED

3

NORTHERN APPROACH

When placing a Rifleman or Scout counter, roll one die and add 3 to the result to place each of the counters (so that the result will range from 4-9).

This card has no effect if an Eastern or Western Approach Tactics Card is also in play.

STORM UNLEASHED

3

SUPPRESSION

When resolving a Suppressive Fire card, increase the Disrupt value for each Machine Gunner and Mortar by 1.

STORM UNLEASHED

3

ASSAULT

When resolving a Sturm card, place an additional Sturm counter by rolling normally to determine where it is placed. If all the Sturm counters from the Sturm card are suppressed, the effect of this card is negated.

FINAL ASSAULT

4

CAMOUFLAGE

Add 1 to the Defense Value for
all SS counters.

FINAL ASSAULT

4

EASTERN APPROACH

When placing a Rifleman or Scout counter, roll one die and add 6 to the result to place each of the counters (so that the result will range from 7-12).

This card has no effect if a Northern or Western Approach Tactics Card is also in play.

FINAL ASSAULT

4

FIRE SUPPORT

When you place a Mortar counter,
place an additional Mortar
counter in the same location.
Suppressing the initial Mortar
negates this effect.

FINAL ASSAULT

4

MACHINE GUN TEAM

When you place a Machine Gunner counter, place an additional Machine Gunner counter in the same location. Suppressing the initial Machine Gunner negates this effect.

FINAL ASSAULT

4

NORTHERN APPROACH

When placing a Rifleman or Scout counter, roll one die and add 3 to the result to place each of the counters (so that the result will range from 4-9).

This card has no effect if an Eastern or Western Approach Tactics Card is also in play.

FINAL ASSAULT

4

WESTERN APPROACH

When placing a Rifleman or Scout counter, roll one die to place each of the counters. Reroll any 1s (so that the result will range from 2-6).

This card has no effect if an Eastern or Northern Approach Tactics Card is also in play.

FINAL ASSAULT

4